

# TANDY® Color Computer 3 DeskMate

## A Quick Reference Guide

### General Key Usage

**Press:**

**ALT** To move the highlight or cursor:  
Back one character, erasing the character beneath it

**ALT** To select the Icon Bar

**ALT** To select the Help Window

**ALT** To the Menu Bar

**ALT** To the Main Menu from the Menu Bar

**ALT** To the Folder icons on the Main Menu

**ALT** To the Main Menu from the Folder icons

**Up** Up one line or item

**Down** Down one line or item

**Left** Left one position

**Right** Right one position

**Shift** Up one screen of data

**Shift** Down one screen of data

**Shift** One word to the left or one screen to the left

**Shift** One word to the right or one screen to the right

**Ctrl** To the first item in a file

**Ctrl** To the last item in a file

**Ctrl** To the left margin of the screen

**Ctrl** To the right margin of the screen

### Mouse/Joystick Usage

#### Techniques for moving the pointer:

**point** Move the mouse or joystick until the tip of the pointer rests over the desired object.

**click** Quickly press and release the button.

**double click** Click the button twice consecutively.

**press** Press and hold down the mouse or joystick button.

**drag** Press and hold down the button while you move the mouse or joystick in the desired direction.

#### Using the Menu Bar's Function Arrows:

<b>Point to:</b>	<b>Then:</b>	<b>To move the highlight:</b>
	Click	Up one line or item
	Click	Down one line or item
	Click	Left one position
	Click	Right one position
	Double Click	Up one screen of data
	Double Click	Down one screen of data
	Double Click	One word to the left or one screen to the left
	Double Click	One word to the right or one screen to the right

**Use:**  
**ALT** **1**  
**CTRL** **O**

**To:**  
Switch between insert/overstrike  
Switch between upper/lower case  
**Note:** Exceptions to the usage of the movement keys are noted under the specific applications.

### Typing Text

**Menu Bar** Contains the following functions from which you can choose:

**Files Menu** Use to open, close, copy, delete, rename, or display the status of a data file.

**Folder Menu** Use to print or sort data in a file.  
**Disk Menu** Lets you initialize, back up a diskette, or swap DeskMate diskettes.

**Help Window** Displays a screen to assist you with the Main Menu.

**Scrolling Arrows** Highlights the program or data icons that appear above or below the information currently highlighted.

**Icon Bar** Contains utilities that you can use at any time while using DeskMate.

**Icon Bar** Contains six utilities that you can use any time, in any application.

**Folder** Lets you work with the folders being used by DeskMate.

**Printer** Lets you define information that determines the way your printer and DeskMate will interact.

**Calculator** Lets you use your computer as a hand-held calculator.

**S** Changes the sign (negative or positive) of a number.

**MC** Clears memory contents.

**MR** Recalls and displays memory contents.

**M-** Subtracts a number from memory.

**M+** Adds a number to memory.

**CE** Clears current entry (operand) for easy correction.

**CA** Clears accumulator amount and resets operator.

**ENTER** Performs the same function as "equals" (=).

**Time** Lets you reset the date and time you entered at the startup of DeskMate.

**Display** Lets you change the resolution on your screen (in Telecom, Text, and Ledger) to a 40- or 80-column format and change the 16 available colors on the Color Palette.

#### Resolution:

Calendar and Filer      Uses 40-column only  
Telecom, Text, and Ledger      Uses 40- or 80-column  
Paint      (Not applicable)

**Color Palette:** Consists of 16 colors and Red, Green, and Blue Color Scales with which you can alter any color.

The top four colors are designated for the screen's *background* (BG), *foreground* (FG), *Command Bar* (CB), and *window borders* (WB).

#### Keyboard Techniques:

<b>Use:</b>	<b>To:</b>
<b>1</b>	Move right, among the R, G, and B (Red, Green, and Blue) Color Scales.
<b>2</b>	Move left, among the R, G, and B Color Scales.
<b>3</b>	Move to a higher (brighter) level of color.
<b>4</b>	Move to a lower (dimmer) level of color.
<b>ALT</b> <b>1</b>	Move to R, G, B Color Scales.
<b>ALT</b> <b>2</b>	Move to the Color Palette.
<b>ALT</b> <b>3</b>	Move to the resolution function (if applicable).
<b>ENTER</b>	Save all changes and return to the Icon Bar.
<b>BREAK</b>	Exit the display function without saving the changes and return to the Icon Bar.
space bar	Moves the highlight between the resolution function (if applicable), the Color Palette, and the R, G, and B Color Scales.

#### Mouse/Joystick Techniques:

Click on the Color Palette to select the color you want to change. Click on R, G, or B to choose Red, Green, or Blue, and then click on the appropriate area of the scale.

**Cursor Control Option** Lets you specify the device with which you intend to run DeskMate.

**Help Window** Displays a screen to assist you with the Icon Bar.

**Icon Bar** Lets you return to the application you were using.

## Calendar

### Keyboard Techniques:

Press:	To Move the Highlight:
space bar	Right one day
<b>SHIFT</b> 	To the first day of the next month
<b>SHIFT</b> 	To the first day of the previous month
<b>CTRL</b> 	To next January
<b>CTRL</b> 	To last January

### Mouse/Joystick Techniques:

Press to:	Then:	To Move the Highlight:
	Double Click	To the first day of the next month
	Double Click	To the first day of the previous month

**File Menu** Lets you open a Calendar file, close (save) data, print data, or choose a help screen.

**Text Menu** Lets you copy, insert, delete, find, and edit text in a data file.

**Date Menu** Lets you set the highlight on any valid date or see help information about the Date Menu.

**Help Window** Displays a screen to assist you with Calendar.

**Scrolling Arrows** Use the scrolling arrows as explained in "Using the Menu Bar's Function Arrows."

**Icon Bar** Displays the Icon Bar utilities.

## Text Editor

### Special Key Usage

<b>ALT</b> 	Backspaces, erasing the character over which you backspace.
<b>CTRL</b> 	Switches between upper/lowercase.
<b>ALT</b> 	Switches between overstrike and insert.
<b>File Menu</b>	Use to open, close, save, merge, or print text files, or to see a File Menu help screen.

**Block Menu** Use to copy, insert, delete, or select text.

**Find Menu** Use to search for a word or phrase in your document or to replace a word or phrase with another.

**Help Window** Displays a screen to assist you with Text Editor.

**Scrolling Arrows** Use the scrolling arrows as described in "Using the Menu Bar's Function Arrows."

**Icon Bar** Displays the Icon Bar utilities.

## Filer

**The Main Screen** Displays "cards" with file information (such as filename).

**File Menu** Use this screen to save a file and print the selected cards.

**Card Menu** Lets you choose how you want to display or set up your file cards.

**The Format Screen** Lets you set up a format, insert and delete fields from the format, or change the order in which you want to sort.

**Format Menu** Lets you delete a field, change the order in which your cards are displayed, and store the current format.

**Help Icon** Lets you see general information about using the screen.

**The Insert Screen** Lets you enter data for your card file.

**Insert Menu** Lets you add cards to the file.

**Help Icon** Displays information to assist you with the Insert Screen.

**The View Screen** Lets you see cards that you have entered or change information on them.

**File Menu** Lets you search for specific cards.

**Card Menu** Lets you delete or print the displayed card's data.

## Paint

**File Menu** Use to open, close, save, or print a file.

**Palette Menu** Use to select a color or pattern.

**Edit Menu** Lets you select brush shapes, erase the last thing added to a picture, clear the canvas, and modify patterns.

**Help Window** Displays a screen designed to assist you with Paint.

**Icon Bar** Displays the Icon Bar utilities.

## Ledger

**File Menu** Select the File Menu to open, close, save, merge, and print files.

**Block Menu** Lets you work on a selected block of cells or the currently highlighted cell. You can enter a formula in a selected block of cells by using the following operations contained in the chart on the next panel:

### Formula Operations between 2 cells:

<b>+</b>	Addition	*	Multiplication
<b>-</b>	Subtraction	/	Division
<b>!</b>	Power		for a row or column
AVG	Average (mean) of the values		
MAX	Maximum value		
MIN	Minimum value		
SUM	Sum of the values		for a cell
ABS	Absolute value	SIN	Arguments
INT	Integer truncation	COS	are in
		TAN	Degree

**Cells Menu** Lets you find a specific cell label or formula and then calculates and displays the results in the cells in which formulas were entered.

**Help Window** Displays a screen to assist you with the Ledger functions.

**Scrolling Arrows** Use the scrolling arrows as described in "Using the Menu Bar's Function Arrows."

**Icon Bar** Displays the Icon Bar utilities.

## Telecom

**View Menu** Lets you view Telecom's memory, terminal and status screens.

**Status Screen** Lets you set up Telecom for communicating with another computer.

**File Menu** Lets you load a Telecom file from diskette, close a file, and save the current status settings on diskette.

**Terminal Screen** Lets you connect to and communicate and exchange files with the other computer.

### Control Characters:

**CTRL**  To temporarily stop transmission.

**CTRL**  To restart transmission.

**CTRL**  To backspace.

### Special Characters:

08 — backspace

09 — tab

0A — line feed

0C — form feed

0D — carriage return

**User Menu** Lets you send preset information to the other computer.

**File Menu** Lets you send or receive files with the option of choosing X-MODEM protocol.

**Memory Screen** Lets you access the information that has been communicated, exchange a file with the other computer, or exit Telecom.

**File Menu** Lets you access the storage area, exchange a file with the other computer, and exit Telecom.